

Ambush!



Cultists ambush the party!

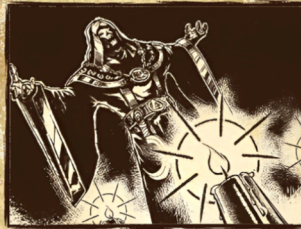
1 to 2 Heroes = 2 Cultists

3 to 4 Heroes = 3 Cultists

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Place the appropriate amount of Cultists on the squares furthest from the Heroes. The Cultists may attack immediately.

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Bogged Down



Thick, sucking mud grips at your boots with every step. What appears shallow proves treacherous as the marsh pulls downward, refusing to let go.

The clinging mud slows your progress and adds 1 additional day to the Journey.

Bone and Root



From the mire lumbers a hulking mass of roots and bone, crowned with a grinning skull. More rise behind it, dragging themselves from the swamp with wet, scraping sounds.

Place 2 Skullblights on the squares furthest from the Heroes. The Skullblights may attack immediately.

Cultist Bounty



A sealed notice bears the mark of a local magistrate. It warns of robed figures gathering in secret, performing dark rites beneath cover of night.

While you are traveling the Marshlands, each Cultist that is defeated rewards 25 gold coins.

Forgotten Idol



Half-buried in the marsh, the idol's carved eyes stare upward, as if judging your presence.

Roll 1 combat die.

Any Shield - The Idol grants favor. You restore 1 Body Point

Skull - The Idol's gaze curses. You lose 1 Body Point.

Fortune Teller



"The path ahead reveals itself."

A cloaked fortune teller lays tarot cards upon a small table.

Draw 3 Journey event cards and choose which card to resolve.

Shuffle the unresolved cards back into the Journey deck.





Great Serpent



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	3	4	3

Venomous

You come across a Great Serpent. Place the enemy on the square furthest from the Heroes. The Great Serpent may then immediately start its turn.

Marsh Guardian



A broad-petaled guardian rises from the water and studies you in silence. After a moment, it parts the reeds to reveal another path.

Draw a Journey event card. You may either choose to keep it and resolve it once you have reached the next Journey tile or discard it now.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

Sacred Plant



Half-buried in the mud, you find a Sacred Plant. Though rot surrounds it, the leaves remain vibrant — as if guarded by something older than the swamp.

Record the reagent to your character sheet and shuffle this card back into the Journey deck.

Strange Cocoon



A large silken cocoon hangs from a low branch, swaying in the damp air.

Roll 1 combat die.

White Shield – A grateful traveler is freed. Each Hero gains 20 gold coins.

Black Shield – The cocoon is empty.

Skull – A giant spider bursts free and attacks. You lose 1 Body Point.

Sunken Chest



Half-submerged in black mud, a wooden chest juts from the marsh.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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Swamp Hag



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
4	2	3	4	3

Lightning, Tempest, Rust
 You come across a Swamp Hag. Place the enemy on the square furthest from the Heroes. The Swamp Hag may then immediately start their turn.



The Bog Maw



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
0	5	5	8	0

Attacks Adjacent & Diagonal
 You encounter the Bog Maw. Place the Bog Maw tile on one side of the current Journey tile. The Bog Maw may then immediately start its turn.

Reward: 1 Relic Coin



